

Answered Questions from the Tell Me Why Discord

What sort of influences and ideas were put in place that needed the Huna Heritage Foundation as a resource? Without going into major spoilers, are we dealing with a cast of characters who are descendants of the Huna Tlingit people or are we going to more have themes inspired by their traditions, art, stories, etc.?”

This question was really exciting for the whole team, because Huna Heritage Foundation have been such wonderful partners for years.

Tell Me Why is set in rural southeast Alaska, a region where indigenous communities make up a vast majority of the population. Fans of Life is Strange will know that setting plays a key role in DONTNOD's storytelling, so the team sought guidance from Huna Heritage Foundation to ensure that the game accurately reflects not only Huna Tlingit culture but Alaskan life in general. The Foundation's executive director, Amelia Wilson, went above and beyond in connecting the Tell Me Why team to people who could speak to various aspects of the game. Elise, our audio director, noted that Amelia's connections gave the team invaluable advice on where to record audio footage and take photos for scenery design – everything we needed to truly bring the game's setting to life. Through Amelia, we commissioned Tlingit artists to create works of art that appear in the game as decorative objects or as background design.

Huna Heritage Foundation were also essential in the implementation of Tell Me Why's Tlingit characters: they introduced the team to real people who corresponded to Tell Me Why's characters, and they provided sensitivity reading, names for people and places, and other kinds of script validation.

Here's a link to Huna Heritage Foundation's website, if you'd like to learn more about them and the work they do: <https://www.hunaheritage.org/>

Does Tell Me Why have a villain?

There is one antagonist whom the team wanted to highlight. He's a notorious figure in Delos Crossing, spoken of mostly in whispers. He's well known for inspiring terror as he unwaveringly pursues his own twisted brand of justice. Everyone, meet **Justin Beaver**.



How old are the Ronan twins?

In Tell Me Why's present day, Alyson and Tyler are twenty-one years old! Both twins were born on March 7, 1994. For all you astrologically-minded folks, that's Pisces sun, Capricorn moon, Sagittarius rising - a combination of aspects which leans sensitive, reliable, emotionally secretive and big-thinking. We'll have to see if you all agree with that horoscopic assessment once the game comes out!

(As for whether Tyler or Alyson is older... it depends very much on which twin one asks.)

Which emote does Tyler prefer: uwu or owo?

I can confirm through Clay, the Xbox narrative director, that Tyler is absolutely an "uwu" type of guy.

The reasoning: "Tyler's shy. He's a bit embarrassed, but trying to be coy about it. Of course he'll do [the uwu face]."

Is the name "Delos Crossing" significant?

Here's some thoughts from DONTNOD narrative director Stéphane Beauverger:

"The name of the town, Delos Crossing, was indeed created as a reference to the island of Delos, where the twin Gods Apollo and Artemis were supposedly born. To speculate about the symbolic meaning of that fun fact is left to each player's investigating mind 😊"

Whose stuffed monkey can be found in the trailer?

DONTNOD narrative director Stéphane Beauverger did confirm for us that Alyson had the lower bunk on the twins' childhood bunk bed, which means the stuffed monkey seen in the trailer belonged to Alyson!

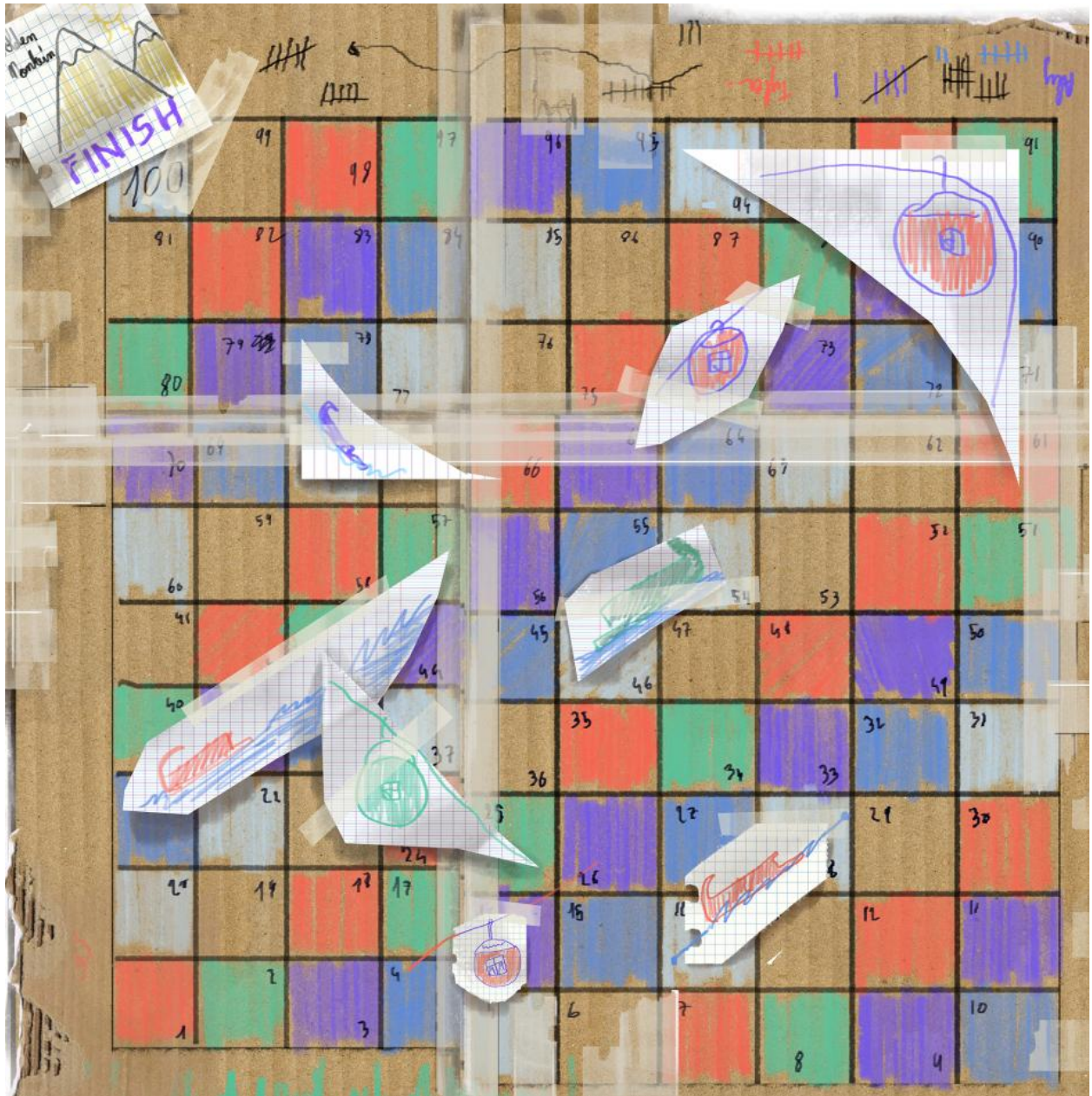
Here's another look at this great friend (courtesy of DONTNOD art director Lucile Meunier!):



Did the Ronan twins play any special games?

I was so excited when you asked about the twins playing board games - because the twins did in fact create their own board game! It's called Luge and Tramway.

Luge and Tramway is similar to Chutes and Ladders, albeit with some Alaskan-themed twists, a customizable game board, and references to the Book of Goblins throughout! Here's some cute concept art of a Luge and Tramway board you'll find somewhere in Tell Me Why:



How does Tell Me Why approach Tyler's transition?

When it comes to creating new stories, DONTNOD's creative teams rarely start with the specific details of each character. Instead, they begin by building a story around one or more concepts. For Tell Me Why, one of those key concepts was "family history" – returning home, revisiting your past self, and seeing your childhood in a new light. These are themes that can be meaningful for people of all gender identities, but they undoubtedly hold extra significance for trans individuals and those of other queer identities, for whom

homecomings can often be emotionally fraught. With that in mind, DONTNOD took steps to make sure that Tyler would be a complex, multifaceted character capable of doing justice to all of Tell Me Why's major themes.

As such, although Tell Me Why puts Tyler's trans identity at the forefront, it isn't a story about Tyler's transition: by the time the game begins, Tyler's been living confidently as a man for several years. Players may uncover details about Tyler's transition throughout the game, but the specifics of his transition don't play a major role in his story. Above all else, Tell Me Why focuses on both Tyler and Alyson finding their own connection to their past, and the choices players make will determine the course of both twins' futures. Tyler's gender is only one part of that story – just as it's only one part of what makes him who he is.

If you'd like to read some more about how Tell Me Why portrays Tyler's trans identity, we've recently had some wonderful interviews with Gayming Mag and VG24/7, linked below:

<https://gaymingmag.com/2020/01/tell-me-why-tyler-ronan-and-dontnods-strides-towards-complexity-and-authenticity-in-their-characters/>

On Easter eggs to other DONTNOD games, and the twins' educations:

Yes. I can't reveal what these Easter eggs are, but they do exist. In fact, only yesterday, we finished the art for the Steam achievement you'll get for finding them all!

Tyler has completed his studies and is well on his way toward his dream career as a park ranger. As for Alyson, she's been working in retail while planning her next big adventure.

(We've been there, Alyson. Hang in there. 🤞)

What does "Tell Me Why" even mean, anyway?

We got in touch with Tell Me Why's director, Florent Guillaume, to ask him!

Tell Me Why is a story about memories and secrets. As the twins delve deeper into their shared past, the title is meant to evoke a need for information and connection. Florent noted that DONTNOD narrative director Stéphane Beauverger wanted the title to reflect the core essence of the game's story: a journey of understanding.

What are the Ronan twins' hobbies?

Tyler is an avid outdoorsman! We've mentioned before in some interviews, and in a previous ask-us-anything question, that his dream job is to be a park ranger. He especially loves hiking and fishing - anything that gives him the opportunity to be alone in the woods.
:tyler_shades:

Alyson connects with nature in her own way: she loves stargazing, and she's been known to take advantage of Delos Crossing's remote location to watch meteor showers. She's also artistically inclined! What sort of projects might she be working on when the game begins?
:alyson_thinking:

What's the scale of Tell Me Why compared to the Life is Strange games?

Tell Me Why is a new narrative experience, different in many ways to our previous games.

The game takes place in the town of Delos Crossing; you won't travel across America like in Life is Strange 2, for example. But you will explore various locations in and around Delos Crossing and meet characters with whom you will interact. The length of your experience will depend on the paths you will choose as a player, including the number of interactions with characters and the environment around you.

How did the art team create a set of characters who are identical twins but different genders?

We reached out to DONTNOD art director Lucile Meunier, who described the process of designing Tyler's and Alyson's faces. The team started by noting the ways HRT (hormone replacement therapy) can affect a person's facial features over a period of months and years. But the twins have a few other differences, too! Alyson has a slightly fuller face, and Tyler has darker, more pronounced circles under his eyes. You'll also notice that the shape of Tyler's nose is slightly different from Alyson's; this is due to a time when he fell as a child. (You may find out more about this incident in Tell Me Why!) But Lucile believes that images convey these differences better than words ever can, so here's a quick look at the twins' models for you to compare! (edited)

